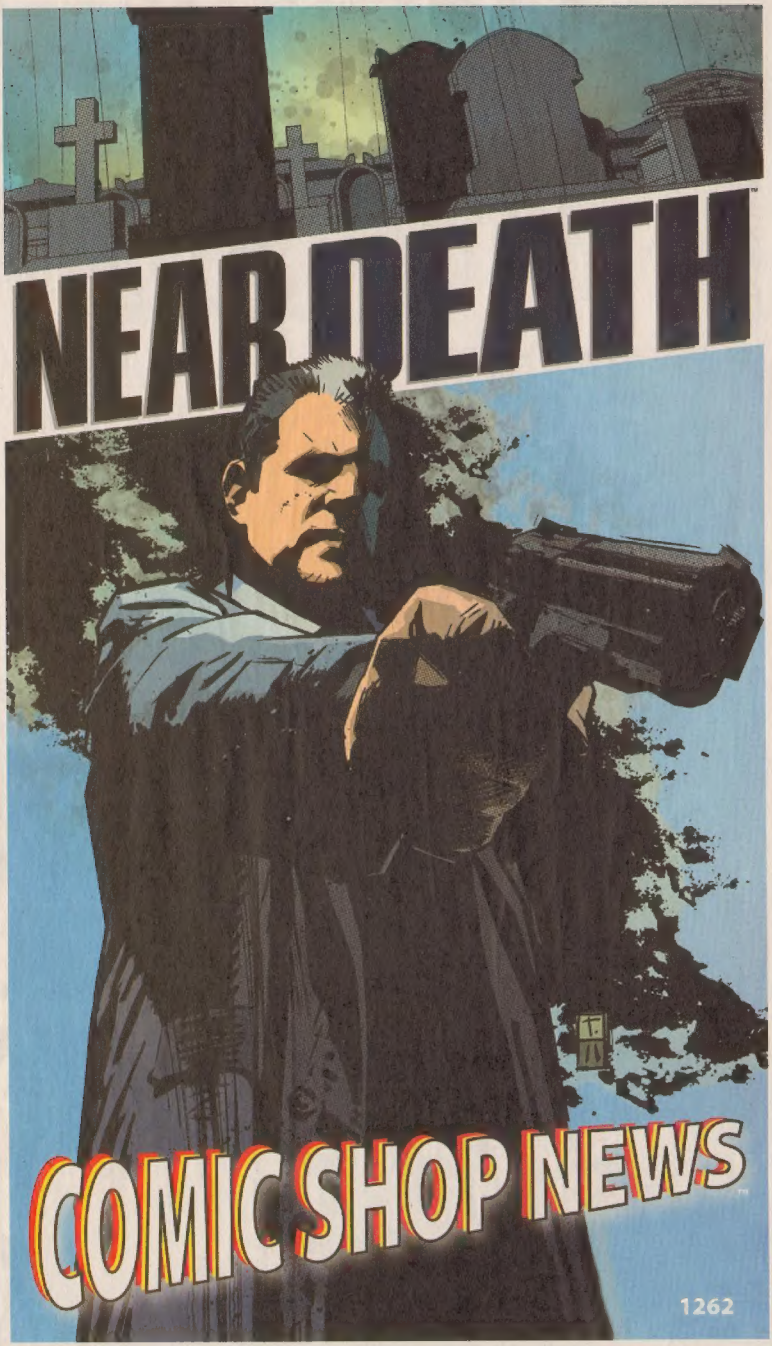

NEAR DEATH
COMIC SHOP NEWS
1262

Jay Faerber Invites Readers to Experience Near Death

With the right motivation, everyone has the potential for goodness. For Markham, the right motivation came the moment he flatlined...

Markham is the star of ***Near Death,*** a fascinating new series from ***Noble Causes*** and ***Dynamo 5*** creator *Jay Faerber*. "***Near Death*** is the story of Markham, an assassin who is nearly killed while on a job," Faerber explained. "He technically dies for a few minutes on the operating table, and in that time he has a near death experience in which he gets a glimpse of Hell. Suffice it to say, he's not pleased by what he sees; when he wakes up, he decides to change his ways. He wants to try to balance the scales—to save a life for every life he's taken, in the hopes that when he actually dies he won't go back to Hell. So Markham embarks on his new mission in life: using his skills as an assassin to protect people whose lives are in danger."

In some ways, ***Near Death*** turns the concept of the Punisher and other vengeance-driven heroes inside out—rather than a one-time good guy using deadly force to exact retribution on those beyond justice, Markham is a former bad guy who's trying to do the right thing to atone for his earlier sins. Was that inversion intentional? "I didn't consciously set out to invert that particular archetype, no," Faerber said. "And there have certainly been other examples of the assassin-turned-good before ***Near Death.*** I came up with the idea because I wanted to do a crime series, and the idea of redemption has always been attractive to me. I just needed a hook—something to make the series stand out. Things really came together for me once I hit on the title. *Near Death* refers both to Markham's near death experience, but also to his clients, all of whom fear for their lives, making them 'near death.'"

In the first few issues, readers learn that Markham has built a network of contacts—a veterinarian who also serves as a no-questions-asked doctor, a helpful newspaper reporter... How did a hitman develop such a network? "My intention has always been to leave Markham's past fairly vague," Faerber said. "I never reveal, for instance, how he met Sutton, his veterinarian friend. She's more of a friend than any of his other contacts.

"I think we can assume that Markham has met other people in his line of work when they were useful to him. Perhaps he bribed them, or blackmailed them, in the course of a job. Or, hell, maybe some of these people are former clients, who have hired Markham as an assassin back in the old days. I like keeping it vague, unless the story particularly calls for specifics."

One of the most appealing aspects of ***Near Death*** is that Faerber is presenting the first few issues as standalone stories rather than multi-issue arcs. What led him to construct the series this way, rather than following the industry standard of writing for the trade?

"With my previous ongoing series, ***Dynamo 5*** and ***Noble Causes*** (both available in trade paperback!), it was very easy to kind of kick the can down the road each issue," Faerber said. "If there was a plot thread I didn't particularly want to close with (or didn't know what to do with), I could leave it dangling and pick it up again later.

"I really wanted to challenge myself with a more rigid structure. So ***Near Death*** will be largely self-contained. Issues #1-3 are self-contained, while issues #4-5 are a two-parter. The first five issues comprise our first story arc; by the time issue #5 rolls around, you'll see that there has been an arc running throughout all five issues. But then issue #6 will be another stand-alone issue, as will #7.

"We'll probably do more two-parters as well, but the standard will still be stand-alone issues. I think this is important not only because of the challenge I set for myself, but also to keep the monthly series accessible to new readers. It's not a heavily serialized book that needs a fresh jumping-on point. It's something you can jump into with issue #3 and get a complete story.

"It's also important to point out that while we plan on collecting the book, there will be additional material in the individual issues that won't be included in the collections. We're still ironing out exactly what that material will be, but the point is that people who support the monthly series will be rewarded."

For a former killer, Markham seems almost impossible *not* to like, both to readers and to the characters in the series; he seems to genuinely wish to atone for his past sins. Is such atonement possible for this former killer? "It's interesting you say that he's almost impossible not to like, because that's a question I'm deliberately raising: if a bad guy does good things for a selfish reason, does that make him a good guy or a bad guy? Markham is genuinely trying to atone for past sins, but *only* because he's afraid of going to Hell. He doesn't actually care about the people he's saving. So the question is—as he continues to save people, will he start to actually care about them? Does being a hero involve more than just good deeds? I know I'm not actually answering your question, but that's because you hit on something I'm trying to explore in the book itself.

"We also raise the issue of killing. If Markham kills a bad guy in the course of protecting a client, does that count? Is killing wrong, even if it's justified? Markham's efforts to no longer kill is something we will definitely continue to explore—most prominently in issue #5."

Does Markham prove that Voltaire was right when he asserted, "If god did not exist, it would be necessary to invent him"? Do people need fear of divine judgment and eternal punishment to motivate them to do the right thing? "Interesting question, because while I have a strong cynical streak, I guess when push comes to shove I don't believe people do the right thing simply out of fear. Sure, there are some people whose behavior is motivated this way, but I think those people are in the minority.

"Markham, however, most definitely *is* motivated by this fear. He's not a religious man, which makes his vision of Hell all the more baffling to him. He's not sure what he saw, and up until he saw it, he didn't even believe in it. His struggle to make sense of this vision will be something we follow up on, but at the same time, it won't be something we dwell on."

In some ways, the character is reminiscent of *Andrew Vachss'* Burke—hard-edged, willing to skirt the law for a greater justice, but also driven by his own morality. What *was* the inspiration for Markham? "I've read a few Burke novels, and I can definitely see the comparison. I've also read a lot of *Robert B. Parker, Robert Crais,* and *Lee Child*. And I'm certainly inspired by 80s crime shows like The ***Equalizer*** or ***Stingray*** (which a lot of people have probably never heard of!). All of these influences contributed to Markham.

"I definitely wanted a character with no first name (like Burke and Spenser), just a nod to the type of character that inspired Markham. I wrestled a bit with just what kind of person Markham is—is he the strong, silent type (like Burke or Hawk or Joe Pike), or does he have a sense of humor (like Spenser or Elvis Cole)? I eventually settled for somewhere in the middle. I'm just not a grim guy, so it'd be tough to write a series lead who's always stone-faced. So I decided to give Markham a wry sense of humor. I think it makes his scenes more fun."

Markham obviously has a lot of past sins demanding atonement; will those past sins create future problems? "Most definitely," Faerber said. "The most obvious thing is this: Markham had a number of regular employers he worked for, and presumably those people still employ assassins to carry out their dirty work. So what happens when Markham starts protecting his old employers' targets? The two-parter in issues #4-5 touches on that, in a very explosive way."

Joining Faerber on ***Near Death*** is a phenomenal artist, *Simone Guglielmini*, a top-notch illustrator whose style evokes the work of great comic strip illustrators. How did Faerber find him? "I found Simone pretty much the same way I usually find artists—by scouring the internet. I believe I came across his stuff on DeviantArt, and instantly fell in love with it. He's Italian, and went to art school in Italy. He also took the Joe Kubert School's correspondence course. He's inspired by old movies and photographs, as well as a wide range of artists—everyone from *Sean Phillips* to *Steve Epting* to *Alex Raymond* to *Eduardo Risso* to *Ivo Milazzo*."

Since ***Near Death*** isn't a superhero series, an ability to draw ordinary people in ordinary settings is essential—and in this regard, Guglielmini excels. Was it difficult to find someone with such skills? "I've had *Near Death* in mind for years, but I wasn't going to do it until I found the right artist. Last year at the Emerald City Comic Con in Seattle, I told Image Publisher *Eric Stephenson* about the idea, and it really clicked for him. He encouraged me to actively start looking for someone to draw this thing, rather than just waiting around for the right artist to appear. So I ramped up my online hunt and came across Simone after a few weeks.

"He just seemed to be the perfect fit, and when I approached him about the book, he signed on immediately. It's such a great feeling to work with someone who loves drawing the stuff you mentioned—normal people in normal clothing. Simone told me he loves drawing 'ugly people.' And he loves doing research to get details (buildings, cars, etc.) just right. And it shows. He's really a joy to work with."

Crime comics seem to experiencing a renaissance nowadays; does Faerber have any theories regarding that? "I think that *all* genres are experiencing a bit of a renaissance in comics right now. Marvel and DC have such a stranglehold on superhero comics that it's very difficult to launch a superhero comic from a different publisher. But I think the opposite also holds true—genres *other* than super-heroes are finding success at other publishers, simply because comic books are becoming more and more accepted as part of the mainstream."

Is ***Near Death*** an ongoing series, or does Faerber have a definite ending in mind? "Let's put it this way: I know exactly *how* the series ends, but I don't know *when* it ends. I don't have a specific number of issues in mind, but the ending is fluid. It could come in issue #20 (but I hope not!) or issue #200. But the series *will* build to a precise ending."

Near Death is the sort of series that would make a great television or film franchise—any possibilities there? "Yes, there are *definite* possibilities," Faerber said. "I currently work in TV—I'm a writer on ***Ringer,*** the new CW series starring *Sarah Michelle Gellar*—and my agent and manager have already received some interest in *Near Death* from various producers. But I got my start in comics, and that's where my heart is. I hope fans realize that ***Near Death*** isn't one of those books that's simply a movie pitch. It was designed as a comic book first. If it gets adapted into other media, great. But that's just gravy. The *real meat* is the comic book."

Near Death #1, a $2.99 book from Image Comics, is scheduled for September 21st release (ten years to the day from the launch of Faerber's first creator-owned project, ***Noble Causes: First Impressions***).

by Cliff Biggers

Courtesy your friendly neighborhood comics outlet!

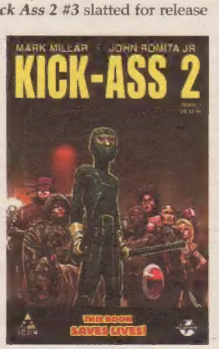
COMIC SHOP NEWSARAMA

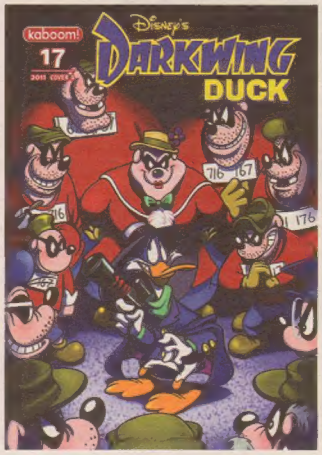
Produced by *Comic Shop News* in cooperation with *newsarama.com*

CSNsider

•Marvel has finalized their list of ***Marvel Architects Variants***, slated for September release, featuring cover art by some of Marvel's most popular artists. The books that will feature Marvel Architects Variant Cover include ***Fear Itself #6*** (variant by *Steve McNiven*), ***New Avengers #16*** (variant by *John Romita Jr.*), ***Invincible Iron Man #508*** (variant by *Mike Deodato*), ***Uncanny X-Men #543*** (variant by *Salvador Larroca*), ***Amazing Spider-Man #669*** (variant by *Stuart Immonen*), ***New Avengers Annual #1*** (variant by *Mark Bagley*), ***Secret Avengers #17*** (variant by *Mark Bagley*), ***Captain America #3*** (variant by *Salvador Larroca*), ***Mighty Thor #6*** (variant by *John Romita Jr.*), ***X-Men #18*** (variant by *Humberto Ramos*), and ***Uncanny X-Force #15*** (variant by *Mike Deodato*).

•Not only is ***Kick Ass 2 #3*** slatted for release this week, but creator/writer *Mark Millar* is confident that the book will no longer experience the lengthy delays that marred the release of the first three issues. "I couldn't be more excited that the scheduling problems have all been taken care of, because this is most I've enjoyed working in the medium since I started," Millar said. "I'm thrilled that fans have kept on supporting the book, our sales have been incredible, and everyone has been appreciated. I can't tell you how amazing it feels to feels to know this is out every six weeks like clockwork now! The ride only gets wilder from here!"





•Sad news for fans of Boom Studios' excellent Disney licensed books: the entire Disney line will come to an end at Boom in October, with the final Disney titles (***DuckTales*** and ***Darkwing Duck)*** presumably moving to Marvel soon afterwards, following properties like ***Cars, Toy Story,*** and ***The Muppet Show*** that have joined the Marvel line (no surprise, since Disney owns Marvel).

•Marvel has added a limited *Mark Bagley* variant cover for ***Ultimate Comics X-Men #1***—check with the folks at your friendly neighborhood comic shop for more info on price and availability.

•*Mirco Pierfederici* will replace *Jorge Molina* as the artist for ***X-Men #18.***

•*Joe Rubinstein* will be the inker for ***Brilliant #1,*** joining *Brian Bendis & Mark Bagley* for this tale of genius college students who set out to find the source of superpowers.

•DC will release ***The Flash by Geoff Johns Omnibus Volume 2*** in the spring of 2012, collecting the remaining *Geoff Johns* Flash tales in a hefty 648-page compendium.

•Fantasy Flight Games has acquired the licensing rights to produce ***Star Wars*** card, role-playing, and miniatures games. They plan to launch the line in early 2012 with a ***Star Wars: X-Wing Miniatures Game*** (featuring detailed pre-painted miniatures) and ***Star Wars: The Card Game.*** More releases will follow later in 2012.

•Hermes Press has announced that they will publish the 1988 graphic novel ***Agent 13: The Midnight Avenger*** by *Flint Dille, David Marconi, & Dan Spiegle.* ***Agent 13*** blended pulp adventure, espionage, and action/adventure; the property is also in film development.

•Richie Rich fans will have the chance to enjoy the best of both worlds this fall, as Ape Entertainment announced a pair of ongoing series starring the richest kid on earth. ***Richie Rich: Rich Rescue*** continues the revamped, adventure-oriented Ape, continuing the numbering where the old four-issue miniseries left off. ***Rich Rescue #5*** will feature three superhero homage covers.

But the book most likely to generate a hoorah from nostalgia fans is ***Richie Rich Gems,*** which will reprint classic Harvey Comics stories, adding a new tale by *Sid Jacobson & Ernie Colon* to each issue. ***Richie Rich Gems*** will pick up where the Harvey series left off, with the 44th issue.

•***Batman Beyond,*** the fascinating series set in the near-future DCU, will definitely return next year; DC has announced on their official blog The Source that "***Batman Beyond*** will return with an all-new #1 and story arc, '10,000 Clowns,' in 2012."

•IDW has landed the rights to *Milton Caniff's* ***Steve Canyon,*** and will launch their comprehensive hardcover reprint series in January 2012 with the release of ***Milton Caniff's Steve Canyon Volume One: 1947-1948,*** which collects every daily and full-color Sunday from the first two years in a single volume. These books will feature the sort of quality reproduction that fans of IDW's Library of American Comics have come to expect; editor *Dean Mullaney* is preparing the book using Caniff's personal set of syndicate proofs.

•Thought that you might replace your ***Sandman*** collected volumes with the new ***Annotated Sandman*** editions coming up from Vertigo? Well, you might want to think again: while ***The Annotated Sandman*** has the benefit of detailed annotations, offering voluminous background information (much of it derived from interviews with *Neil Gaiman*), the artwork will be reproduced in black and white with grey tones. Of course, this means that completists are going to want both the current upgraded color versions *and* the annotated black and white version...

•Speaking of Vertigo, they have announced a ***Black Orchid Deluxe Edition Hardcover*** for spring 2012 release, featuring an upscale version of the acclaimed limited series by *Neil Gaiman & Dave McKean.*

•The ***DC/Marvel Crossover Omnibus Volume 12,*** coming in February 2012 from DC, will feature 512 pages of legendary crossover tales featuring some of the most popular heroes from comics two largest publishers.

•And speaking of Omnibi, Marvel has at long last added ***The Avengers Omnibus Volume One*** to their early 2012 schedule.

Back to Press

•***Amazing Spider-Man #666 2nd Printing*** (JUN118171), featuring a variant cover by *Humberto Ramos,* in stores 8/31.

•***X-Men: Schism #1 3rd Printing*** (JUN118178), in stores 9/7.

•***X-Men: Schism #2 2nd Printing*** (JUN118177), featuring a variant cover by *Frank Cho,* in stores 8/31.

SPIDER-MAN
BY STAN LEE & LARRY LIEBER
WHAT DO YOU SEE, SERRA?
LOOKING THROUGH THIS TELEPHOTO LENS, MR. J—
—I'VE A FRONT-ROW SEAT TO A REAL PERP TAKEDOWN!
HERE'S WHERE THE BIG BOSS WINDS UP IN A BIG BUST!
STAN LEE LARRY LIEBER 8-8
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CSN TOP COMICS: SEPTEMBER

ACTION COMICS #1

Grant Morrison (W); Rags Morales & Rick Bryant (A)
(DC JUL110201 $3.99)

What's the Scoop?
How does the world change when an alien Man of Steel makes his first appearance? How does the existence of a superhero with amazing powers and abilities alter everything?

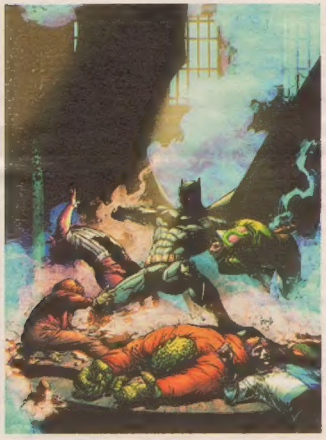
Why Should You Care?
This is the book that is in many ways the linchpin of DC's New 52: *Grant Morrison* is making the new Superman as vital to this relaunch as the original Superman was to the Golden Age. Meet the DCnU's first super hero in this series set approximately five years in the past—and learn how the era of the DC superhero begins.

AQUAMAN #1

Geoff Johns (W); Ivan Reis & Joe Prado (A)
(DC JUL110191 $2.99)

What's the Scoop?
Aquaman has renounced the throne of Atlantis... but he's about to learn that escaping his past isn't that easy as Aquaman confronts the menace of The Trench.

Why Should You Care?
At long last, Aquaman gets the respect he deserves in this series written by DC superstar (and creator of ***Blackest Night*** and ***Flashpoint***) *Geoff Johns*, the guy who propelled Green Lantern and the Flash to the top of DC's sales charts.



BATMAN #1

Scott Snyder (W); Greg Capullo & Jonathan Glapion (A)
(DC JUL110206 $2.99)

What's the Scoop?
Bruce Wayne is the one and only Batman, confronting the murderous evil behind a series of brutal killings in a more-deadly-than-ever-before Gotham City. Welcome home, Batman!

Why Should You Care?
Scott Snyder makes his debut as writer of Batman's flagship title, joining former *Spawn* artist *Greg Capullo* as he brings his artistic talents to bear on the Dark Knight.

BATWOMAN #1

J.H. Williams III & W. Haden Blackman (W); J.H. Williams III (A)
(DC JUL110213 $2.99)

What's the Scoop?
Batwoman has to balance deadly new challenges in her war against Gotham City's underworld with the new trials in her life as Kate Kane. But what role will her cousin, Bette Kane, play in Batwoman's crimefighting crusade?

Why Should You Care?
After two false starts, *J.H. Williams'* Batwoman is making her long-awaited debut—and it's definitely worth the wait!

BUFFY THE VAMPIRE SLAYER SEASON 9: FREEFALL #1

Joss Whedon& Andrew Chambliss (W); Georges Jeanty & Dexter Vines (A)
(Dark Horse JUL110017 $2.99)

What's the Scoop?
Relocated to San Francisco, Buffy embarks on a fresh start at solo vampire-slaying after having ended the long line of slayers—an act that made her more than her fair share of enemies. And then there's Willow, who's been left powerless by Buffy's actions at the end of *Season 8*...

Why Should You Care?
Joss Whedon and a select group of writers reveal what would have happened in ***Buffy Season 9*** had the TV series continued—and if ***Season 8*** was any indication, we're in for surprises and thrills galore!

FEAR ITSELF #6 (OF 7)

Matt Fraction (W); Stuart Immonen (A)
(Marvel JUL110570 $3.99)

What's the Scoop?
While Captain America, Thor, and Iron Man prepare for Earth's last stand against the Serpent and his army of evil, Spider-Man makes the choice of a lifetime.

Why Should You Care?
Matt Fraction reminds us what a Marvel event book *can be* in this compelling battle of ultimate good versus evil—and *Stuart Immonen* demonstrates why fans love him and fellow pros envy him!

FLASH #1

Francis Manapul & Brian Buccellato (W); Francis Manapul (A)
(DC JUL110193 $2.99)

What's the Scoop?
The Flash is fast, but even he isn't fast enough to be in two places at the same time. Problem is, his new adversary has no problem doing that very thing...

Why Should You Care?
Francis Manapul, artist on *Geoff Johns'* ***Flash*** run, takes over as both artist *and* writer of the Scarlet Speedster's series, assisted by co-writer *Brian Buccellato*.

GAME OF THRONES #1

George R.R. Martin & Daniel Abraham (W); Tommy Patterson (A)
(Dynamite JUL110990 $3.99)

What's the Scoop?
Witness the struggle between competing noble families for control of the Iron Throne in this epic adaptation of *George R.R. Martin's* best-selling fantasy novel.

Why Should You Care?
Game of Thrones has soared to the top of the best-seller charts and HBO's ratings; now the series comes to comics, courtesy of veteran *George R.R. Martin* collaborator (and acclaimed novelist in his own right) *Daniel Abraham*.

GREEN LANTERN #1

Geoff Johns (W); Doug Mahnke & Christian Alamy (A)
(DC JUL110218 $2.99)

What's the Scoop?
Green Lantern is back in action... problem is, it's not Hal Jordan, it's Sinestro! Meanwhile, Hal struggles to adjust to life with no job, no money... and no ring.

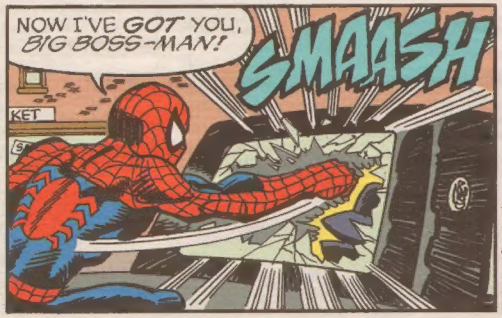
Why Should You Care?
Geoff Johns & Doug Mahnke pick up where ***War of the Green Lanterns*** left off, launching the most unexpected phase of Hal Jordan's heroic career.

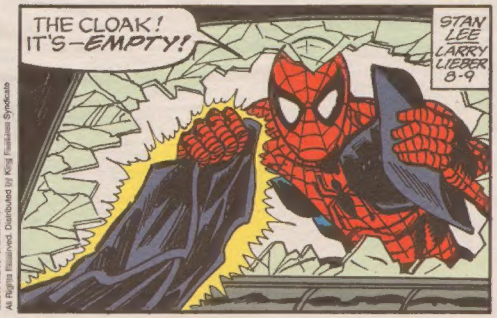
JUSTICE LEAGUE DARK #1

Peter Milligan (W); Mikel Janin & Ryan Sook (A)
(DC JUL110223 $2.99)

What's the Scoop?
The Enchantress has gone made, unleashing forces that not even the Justice League can control. But that's where the mystical Justice League Dark—Shade the Changing Man, Madame Xanadu, Deadman, Zatanna, and John Constantine—enter the picture...

Why Should You Care?
While DC's magical world seems a poor fit for the likes of Superman, Batman, Green Lantern, and the Flash, necromantic challenges are tailor-made for this unusual team of heroes from the dark edges of the DCU. And if there was ever a better book for the talents of *Peter Milligan*, we can't imagine what it would be!





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JUSTICE LEAGUE INTERNATIONAL #1

Dan Jurgens (W);
Aaron Lopresti & Matt Ryan (A)
(DC JUL110190 $2.99)

What's the Scoop?

Under the sponsorship of the United Nations, a new Justice League is born, led by Batman and including Booster Gold and Guy Gardner, among others.

Why Should You Care?

Dan Jurgens is the mastermind behind this new League, an international team created by the UN to serve as a line of defense against global menaces—and to promote unity and trust. It's the third part of the new Justice League triumvirate... a *true* Justice League International, if you will!

NEW TEEN TITANS: GAMES HC

Marv Wolfman & George Pérez (W);
George Pérez, Mike Perkins, & Al Vey (A)
(DC MAY110190 $24.99)

What's the Scoop?

The New Teen Titans confront a mysterious villain playing a deadly game with New York City as the gameboard... and the Titans as the game pieces!

Why Should You Care?

Just in time for the *New Teen Titans'* thirtieth anniversary, series creators *Marv Wolfman & George Pérez* reunite for an original graphic novel twenty years in the making! And this isn't an updating or revamp: this is the classic Titans, in a tales set in the 1980s and tying into classic *New Teen Titans* continuity. Looks like Thomas Wolfe was wrong—you *can* go home again!

SAILOR MOON TP KODANSHA ED VOL 1

Naoko Takeuchi (W/A)
(Kodansha JUL111150 $10.99)

What's the Scoop?

Usagi Tsukino is a normal girl until she meets up with Luna, a talking cat, who tells her that she is Sailor Moon. As Sailor Moon, Usagi must fight evils and enforce justice, in the name of the Moon and the mysterious Moon Princess.

Why Should You Care?

For almost a decade, fans have clamored for the return of *Sailor Moon* in English-language editions—and at long last, Kodansha is fulfilling those requests!

STAR TREK ONGOING #1

Mike Johnson (W); Stephen Molnar (A)
(IDW JUL110308 $3.99)

What's the Scoop?

Kirk, Spock, and the crew of the Enterprise boldly go where no television series has gone before in this revamping of the original *Star Trek* three-season run.

Why Should You Care?

With creative collaboration from *Star Trek* film writer/producer *Roberto Orci*, IDW launches a reimagining of the original series episodes, using the cast and alternate-timeline continuity of the hit *Star Trek* film.

STORYTELLER HC

Roger Langridge, Ron Marz, Francesco Francavilla, Chris Eliopoulos, Colleen Cover, & Others (W/A)
(Archaia JUL110835 $19.95)

What's the Scoop?

The Storyteller and his loyal canine companion present new tales of myth, legend, and wonder in this original anthology.

Why Should You Care?

Not only has Archaia enlisted the aid of such top talents as *Roger Langridge, Francesco Francavilla, Colleen Cover,* and *Chris Eliopoulos* to present new tales inspired by Jim Henson's live-action/puppet TV show, but they're also including a never-before-seen tale adapted from a screenplay by *The Storyteller's* original author, Academy Award Winner *Anthony Minghella!*

SUPERMAN #1

George Pérez (W);
George Pérez & Jesus Merino (A)
(DC JUL110203 $2.99)

What's the Scoop?

Five years after the events of *Action Comics,* see the Man of Steel in action, his powers fully developed, his role in the DCU established, and his life as Clark Kent balanced with his role as Earth's defender.

Why Should You Care?

George Pérez introduces lots of changes in Superman's life in this relaunch—but his role as the DCU's most powerful defender remains constant!

ULTIMATE COMICS SPIDER-MAN #1

Brian Bendis (W); Sara Pichelli (A)
(Marvel JUL110605 $3.99)

What's the Scoop?

See Miles Morales, the new Spider-Man, set out to earn his place in the Ultimate Marvel Universe. But is the Ultimate Universe *ready* for a new Spider-Man, considering what happened to the old one?

Why Should You Care?

Brian Bendis & Sara Pichelli launch a new era for the Ultimate line as the universe that began as a simplified version of classic Marvel branches off in a totally original direction.

WONDER WOMAN #1

Brian Azzarello (W); Cliff Chiang (A)
(DC JUL110192 $2.99)

What's the Scoop?

The gods walk among us, having no more respect for human life than they did during the Mythic Ages. But there is still one woman who has the will—and the power—to protect humanity from such strange and powerful forces.

Why Should You Care?

Brian Azzarello & Cliff Chiang present a new Wonder Woman, a bold, decisive heroine who blends the mythological and superheroics in an exciting new continuity.

X-MEN SCHISM #4 (OF 5)

Jason Aaron (W); Alan Davis (A)
(Marvel JUL110678 $3.99)

What's the Scoop?

The events of *Schism #1* have launched the world into turmoil—and the Hellfire Club sees that as an opportunity to advance their own agenda. But just how fall will the X-Men go to stop them?

Why Should You Care?

Jason Aaron splits the X-Universe asunder in the boldest mutant storyline in years—and even better, he knows that many readers have gotten lost in overly complex X-continuity over the years, so *Schism* is designed to be accessible to everyone.

Collected Cool: September's Best Reprint Volumes

BEST OF ARCHIE COMICS DELUXE HC

(Archie JUL110838 $29.99)

This 432-page hardcover edition presents the best Archie tales in a beautiful full-size volume, including classic tales covering every decade of Archie's history.

CREEPY PRESENTS BERNIE WRIGHTSON HC

(Dark Horse MAY110039 $19.99)

The *Creepy* and *Eerie* work of artist par excellence legend Bernie Wrightson is collected in one deluxe hardcover.

DARK TOWER OMNIBUS HC SLIPCASE SET

(Marvel APR110674 $150.00)

Stephen King's magnum opus gets a slipcased set tailor-made to stand alongside th original novels: this two-volume editions combines a single-volume compilation of the first six miniseries with a second volume featuring the related oneshots, guidebooks, etc.

EVEN IF THE BIG BOSS GOT AWAY-
HIS DRIVER'LL ANSWER SOME QUESTIONS!
RRIPPPT
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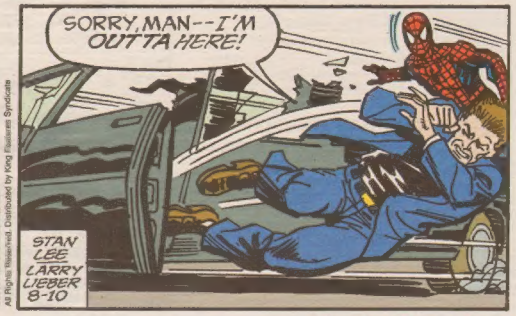


DEFINITIVE FLASH GORDON & JUNGLE JIM HC VOL 1

(IDW JUL110384 $75.00)

See 'em as they haven't been seen since their original publication! this oversized 12" x 16" edition presents every Sunday by *Alex Raymond* from both classic strips together, as they originally appeared on the Sunday funnies page many years ag.

DC
BEASTS THAT ACT LIKE MEN! MEN WHO ACT LIKE BEASTS! SEE THE WORLD OF...
20¢
KAMANDI
THE LAST BOY ON EARTH!
1st DC ISSUE
A NEW SENSATIONAL JACK KIRBY BLOCKBUSTER

KAMANDI OMNIBUS HC VOL 1: LAST BOY ON EARTH

(DC MAY110248 $49.99)

This compendium of the first 20 issues of Kirby's classic post-apocalyptic adventure is designed to complement DC's other Kirby omnibus volumes.

MAD FOLD-IN COLLECTION: 1964 - 2010 HC

(Chronicle JUN110988 $125.00)

Al Jaffee is the mastermind behind the most clever satirical phenomenon in ***Mad*** history: the Fold-In. Forget ***Playboy*** and its foldouts—Jaffee revealed that less is most definitely more with these brilliant works of art that, when folded in on themselves, offer a satirical new point of view. Now all of Jaffee's Fold-Ins are compiled in this massive four-volume set.

MARVEL MASTERWORKS GOLDEN AGE MARVEL COMICS HC VOL 6

(Marvel APR110677 $59.99)

Marvel continues to present previously-unreprinted Golden Age classics in this volume reprinting ***Marvel Mystery Comics # 21-24.***

POGO COMPLETE SYNDICATED STRIPS HC VOL 1: WILD WONDER

(Fantagraphics JUL111086 $39.99)

Fantagraphics launches a comprehensive collection of the legendary strip by Walt Kelly, one of the last great uncollected series from the glory days of the American comic strip.

SHOWCASE PRESENTS ALL STAR COMICS TP VOL 1

(DC JUN110281 $19.99)

There may not be a Justice Society in the DCnU, but you can still thrill to the adventures of DC's Golden Age heroes in this compilation of ***All-Star Comics #58-74 & Adventure #461-466.***

FYI: Must-Have Additions to Your Reference Library

ART OF JOE KUBERT HC

(Fantagraphics JUL111083 $39.99)

Founding member of fandom and long-time comics historian *Bill Schelly* presents a deluxe, full-color coffee table book that honors the legendary creator who is one of the few surviving artists of the Golden and Silver Ages who's still producing new material today.

BOY WHO LOVED BATMAN

(Chronicle JUL111344 $29.95)

Michael Uslan reveals how a childhood love for Batman set the direction for his entire life as he sets out to bring a serious Dark Knight to the Silver Screen to counterbalance the 1960s television spoof. Along the way, Uslan offers intriguing insights into the film industry and a fascinating look at his early days in comics fandom.

Hot Commodities: September's Hottest Merchandising & Collectibles

GIANT MAN STATUE

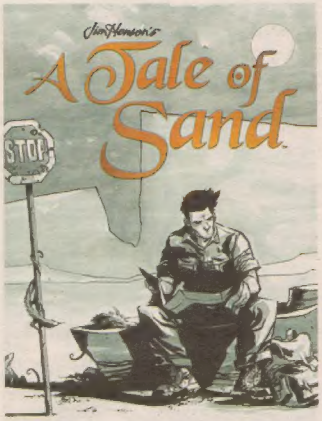
(Bowen JUN111898 $300.00)

Henry Pym towers over the other Bowen Marvel statues in this giant-sized 21"+ statue digitally sculpted by *Jason Smith.*

HEROES OF DCU BLACKEST NIGHT INDIGO-1 LANTERN BUST

(DC Direct FEB110277 $70.00)

DC's striking line of ***Blackest Night*** busts continues with this striking piece based on the art of *Ivan Reis.* The uniform base design makes these statues even more striking when assembled as a ***Blackest Night*** set.



Jim Henson • Jerry Juhl • Ramón Pérez

Check 'Em Out: Books You *Should* Be Reading

A TALE OF SAND HC

(Archaia JUL110825 $24.95)

Archaia presents their second original *Jim Henson* project with this graphic novel adaptation of an unproduced, feature-length screenplay written by Henson and his frequent writing partner, *Jerry Juhl.*

BIG LIE #1

(Image JUL110449 $3.99)

A lab tech travels back in time on the morning of Sept. 11, 2001 to try and get her husband out of the world trade center before it falls in this tale by *Rick Veitch & Gary Erskine.*

DANIEL CLOWES' DEATH-RAY HC

*(Drawn & Quarterly JUL111057 $19.95_*

Cultural iconoclast *Daniel Clowes* takes the classic staples of the superhero genre and reconfigures them in a story that is anything *but* morally simplistic... or heroic!

DOROTHY AND WIZARD IN OZ #1 (OF 8)

(Marvel JUL110614 $3.99)

Eric Shanower & Skottie Young continue their adaptations of *L. Frank Baum's* Oz classics with their retelling of the fourth Oz novel, which reunites Dorothy and the Wizard at long last.

GUMBY

(Gumby JUL111124 $3.99)

That ever-flexible green good guy is back in this all-ages oneshot by *Chris Reilly & Jorge Santillan.*

KORGI GN VOL 3: A HOLLOW BEGINNING

(Top Shelf JUL111240 $9.95)

Another dog-lovers' delight: *Christian Slade* presents a new all-ages tale of Ivy and her Korgi cub Sprout! These stories are a great introduction into comics for readers of all ages and all genders—after all, both boys and girls love dogs!

NEAR DEATH #1

(Image JUL110404 $2.99)

When a professional killer has a near-death experience during a botched mission, he sees an eternity in Hell awaiting him... unless he can find a way to save a life for every life he's taken! *Jay Faerber* presents a fascinating tale in this plot-driven series that's more engaging and original than most television and film crime dramas.

THE RINSE #1

(Boom JUL110956 $1.00)

Acclaimed crime novelist *Gary Phillips* returns with a an edgy crime drama involving a "laundryman" who is unwillingly pulled into a dangerous gig laundering $25 million in stolen casino skim money. Boom is so convinced that you'll like this series that they're offering the first issue for a buck!

41 More Reasons September Will Be aa Great Comics Month

While one of DC's New 52 made our Hot Picks list for August and ten more are in the Hot Picks spotlight this month, there are forty-one more great books awaiting you during September—all first issues, all great entry points for both veterans and newcomers!

ALL STAR WESTERN #1

(DC JUL110238 $3.99)

Jonah Hex in Western-era Gotham, courtesy of *Justin Gray, Jimmy Palmiotti, & Moritat.*

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ANIMAL MAN #1

(DC JUL110225 $2.99)

Buddy Baker has gone from 'super' man to family man - but is he strong enough to hold his family together when Maxine, his young daughter, starts to manifest her own dangerous powers? Find out in this series by *Jeff Lemire & Travel Foreman.*

BATGIRL #1

(DC JUL110212 $2.99)

Barbara Gordon is back as Batgirl, courtesy of *Gail Simone, Ardian Syaf, & Vicente Cifuentes.*

BATMAN AND ROBIN #1

(DC JUL110211 $2.99)

Battling evil with his son, Damian, at his side, Batman now realizes that the hardest part of the job may be trying to work together in this series by *Peter Tomasi & Patrick Gleason.*

BATMAN: THE DARK KNIGHT #1

(DC JUL110210 $2.99)

The Dark Knight struggles against a deadly - yet strangely familiar - foe in this debut issue from *David Finch.*

BATWING #1

(DC JUL110209 $2.99)

Meet Batwing, the Batman of Africa. in this series by *Judd Winick & Ben Oliver.*

BIRDS OF PREY #1

(DC JUL110216 $2.99)

One is wanted for a murder she didn't commit. The other is on the run because she knows too much. They are Black Canary and Starling - and as Gotham City's covert ops team, they're taking down the villains other heroes can't touch in this series written by *Duane Swierczynski.*

BLACKHAWKS #1

(DC JUL110236 $2.99)

Meet the Blackhawks, an elite force of military specialists equipped with the latest in cutting-edge hardware and vehicles, in this series by *Mike Costa & Ken Lashley.*

BLUE BEETLE #1

(DC JUL110242 $2.99)

Meet Jaime Reyes, the new Blue Beetle, in this series by *Tony Bedard & Ig Guara.*

CAPTAIN ATOM #1

(DC JUL110195 $2.99)

A revamped version of the atomic hero courtesy of *J.T. Krul & Freddie Williams II.*

CATWOMAN #1

(DC JUL110215 $2.99)

Find out what makes Catwoman tick in this series from *Judd Winick & Guillem March.*

DC UNIVERSE PRESENTS #1

(DC JUL110200 $2.99)

Paul Jenkins & Bernard Chang launch a five-part Deadman tale in which the body-hopping hero meets his match in a new foe who wants to make sure the souls that Deadman helps out go straight to Hell!

DEATHSTROKE #1

(DC JUL110233 $2.99)

Slade Wilson is the best mercenary in the DCU, as you'll learn in this series by *Kyle Higgins & Joe Bennett.*

DEMON KNIGHTS #1

(DC JUL110229 $2.99)

In the Dark Ages of the DC Universe, a barbarian horde is massing to crush civilization. It's fallen to Madame Xanadu and Jason Blood, the man with a monster inside him, to stand in their way in this medieval DCU drama by *Paul Cornell, Diogenes Neves, & Oclair Albert.*

DETECTIVE COMICS #1

(DC JUL110208 $2.99)

A killer called The Gotham Ripper is on the loose on Batman's home turf, leading The Dark Knight on a deadly game of cat and mouse in this series launch by *Tony Daniel & Ryan Winn.*

FRANKENSTEIN, AGENT OF SHADE #1

(DC JUL110226 $2.99)

It's Frankenstein as you've never seen him before, in a dark new series from *Jeff Lemire & Alberto Ponticelli.*

FURY OF FIRESTORM #1

(DC JUL110196 $2.99)

Ethan Van Sciver, Gail Simone, & Yildiray Cinar present multiple Firestorms: Jason Rusch and Ronnie Raymond.

GREEN ARROW #1

(DC JUL110197 $2.99)

J.T. Krul, Dan Jurgens, & Norm Rapmund present a revamped Ollie Queen.

GREEN LANTERN CORPS #1

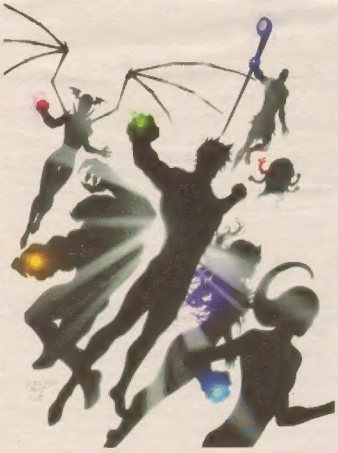
(DC JUL110220 $2.99)

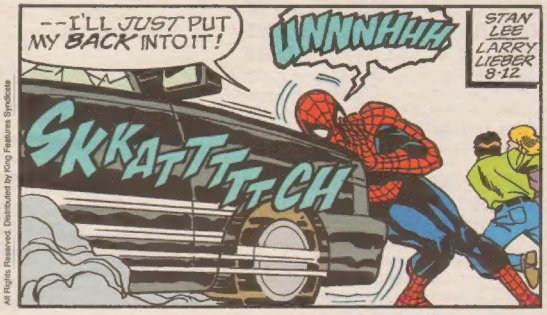
When deadly conflicts emerge across the universe, it's up to Guy Gardner, John Stewart and an elite Green Lantern strike force to keep the peace in this series by *Peter Tomasi, Fernando Pasarin, & Scott Hanna.*

GREEN LANTERN: NEW GUARDIANS #1

(DC JUL110221 $2.99)

Kyle Rayner has assembled the most powerful team in all the universe, selected from the full spectrum of corps. But can he even keep this volatile group together? *Tony Bedard, Tyler Kirkham, & Batt* have the answer to that question.





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GRIFTER #1

(DC JUL110232 $2.99)

The DCU's most wanted man stars in his own series by *Nathan Edmondson & Cafu.*

HAWK AND DOVE #1

(DC JUL110241 $2.99)

Hank Hall & Dawn Granger are the new Hawk and Dove in this series from *Sterling Gates & Rob Liefeld.*

I VAMPIRE #1

(DC JUL110227 $2.99)

Vampiric action in the DCU courtesy of *Joshua Hale Fialkov & Andrea Sorrentino.*

LEGION LOST #1

(DC JUL110244 $2.99)

Seven heroes from the 31st century have traveled back to the present day. Their mission: Save their future from annihilation in this series by *Fabian Nicieza & Pete Woods.*

LEGION OF SUPER HEROES #1

(DC JUL110243 $2.99)

The Legion of Super-Heroes has been decimated by the worst disaster in its history. Now, the students of the Legion Academy must rise to the challenge of helping the team rebuild in this series by *Paul Levitz & Francis Portela.*

MEN OF WAR #1

(DC JUL110237 $3.99)

On the ground and on the front lines, a young, headstrong soldier known as Joe Rock assumes command of Easy Company - a team of ex-military men turned contractors - in this series by *Ivan Brandon & Tom Derenick.*

MISTER TERRIFIC #1

(DC JUL110199 $2.99)

The world's third-smartest man uses his brains and fists against science gone mad in this new series from *Eric Wallace & Roger Robinson.*

NIGHTWING #1

(DC JUL110214 $2.99)

Dick Grayson flies high once more as Nightwing in a new series from *Kyle Higgins & Eddy Barrows.*

OMAC #1

(DC JUL110235 $2.99)

The all-seeing Brother Eye satellite has unleashed a new beast upon the DC Universe in this series by *Dan DiDio, Keith Giffen, & Scott Koblish.*

RED HOOD AND THE OUTLAWS #1

(DC JUL110217 $2.99)

Jason Todd, Arsenal, and Starfire launch a new team courtesy of *Scott Lobdell & Kenneth Rocafort.*

RED LANTERNS #1

(DC JUL110222 $2.99)

Atrocitus and his Red Lantern Corps return in their own series by *Peter Milligan, Ed Benes, & Rob Hunter.*

RESURRECTION MAN #1

(DC JUL110228 $2.99)

Mitch Shelly can't stay dead—and with each rebirth comes new and unexpected powers in this series by *Dan Abnett, Andy Lanning, & Fernando Dagnino.*

SAVAGE HAWKMAN #1

(DC JUL110198 $2.99)

Tony Daniel & Philip Tan introduce Carter Hall, the Savage Hawkman.

STATIC SHOCK #1

(DC JUL110240 $2.99)

The brilliant, slightly awkward high school student Virgil Hawkins transforms into the cocky electromagnetic hero Static in this series by *Scott McDaniel & John Rozum.*

STORMWATCH #1

(DC JUL110230 $2.99)

Adam One, Jack Hawksmoor, Midnighter, Apollo... and the Martian Manhunter? Meet the new team, courtesy of *Paul Cornell & Miguel Sepulveda.*

SUICIDE SQUAD #1

(DC JUL110234 $2.99)

Harley Quinn! Deadshot! King Shark! Meet the new team in this series by *Adam Glass & Marco Rudy.*

SUPERBOY #1

(DC JUL110204 $2.99)

Grown from a combination of Kryptonian and human DNA, the Clone was no more than a set of data to the scientists of Project N.O.W.H.E.R.E. But when the scope of his stunning powers was revealed, he became a deadly weapon in this new series by *Scott Lobdell & RB Silva.*

SUPERGIRL #1

(DC JUL110205 $2.99)

In this series by *Michael Green, Mike Johnson, & Mahmud Asrar,* Supergirl has the unpredictable behavior of a teenager, the same powers as Superman - and none of his affection for the people of Earth. So don't piss her off!

SWAMP THING #1

(DC JUL110224 $2.99)

Swamp Thing is back in action in the DCU in this series by *Scott Snyder & Yanick Paquette*—but some things are *very* different...

TEEN TITANS #1

(DC JUL110239 $2.99)

Red Robin, Wonder Girl, and the Kid Flash are the core of this new team book by *Scott Lobdell & Brett Booth.*

VOODOO #1

(DC JUL110231 $2.99)

Who is Voodoo? Is she hero, villain - or both? *Ron Marz & Sami Basri* know the answer...

Follow Spider-Man every week in Comic Shop News!

PETER J. TOMASI PATRICK GLEASON
BATMAN AND ROBIN
#1
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